

# **Demo level**

**Naam: Mika Wishaupt**  
**Studentnummer: 2136967**

**Link Video:**

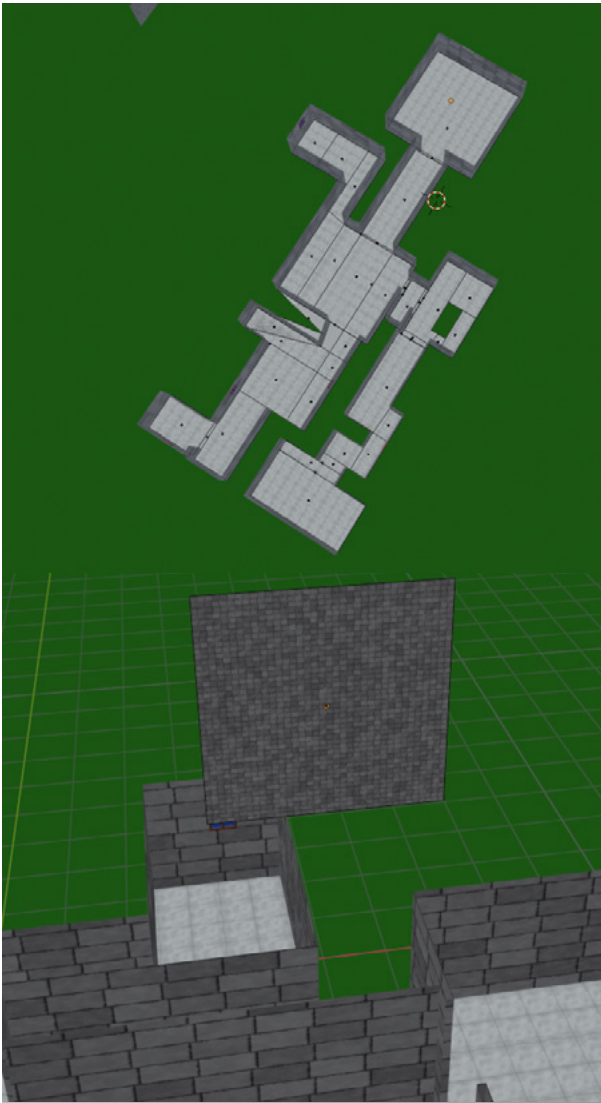
**<https://www.youtube.com/watch?v=ND8hjt7hMPc>**

**Link project (download):**

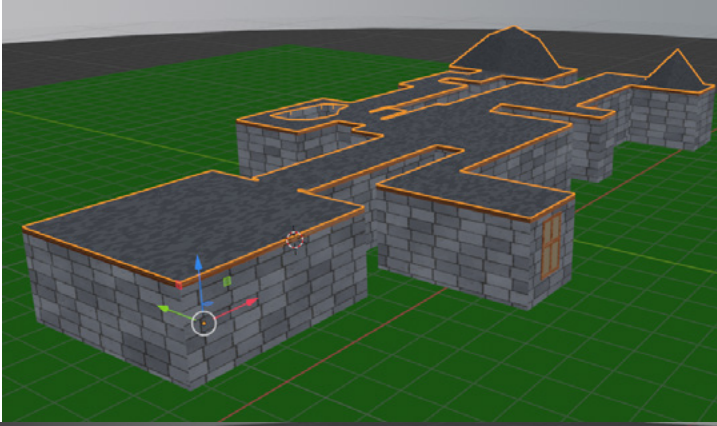
**<https://mikawishaupt49.itch.io/demo-level-test-for-unity>**

**Link project (browser):**

**<https://mikawishaupt49.itch.io/demo-level-test-for-unity-browser>**

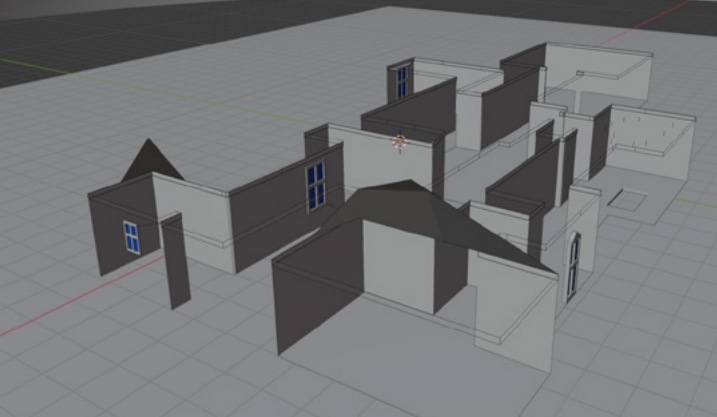


**I used an image to create my map layout, which is from my concept, Rogue of Darkness. I also added a simple tile texture for the floor with normal map extra.**



**Baking wall textures on a separate object allows you to easily bake them, apply them, and change them on the walls.**

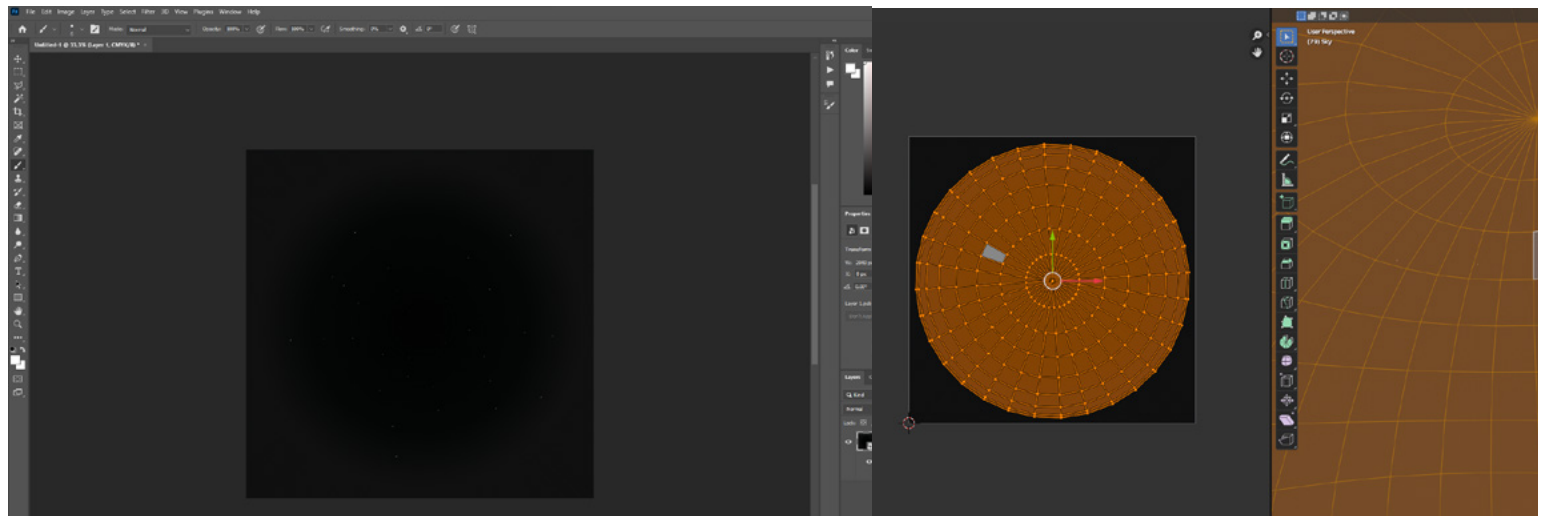
**I used diffuse, normal and roughness, although roughness didn't do much.**



**Simple roof with reusing wood for the foundation between walls and roof.**

**The windows are also cut out, so the player can look through them.**

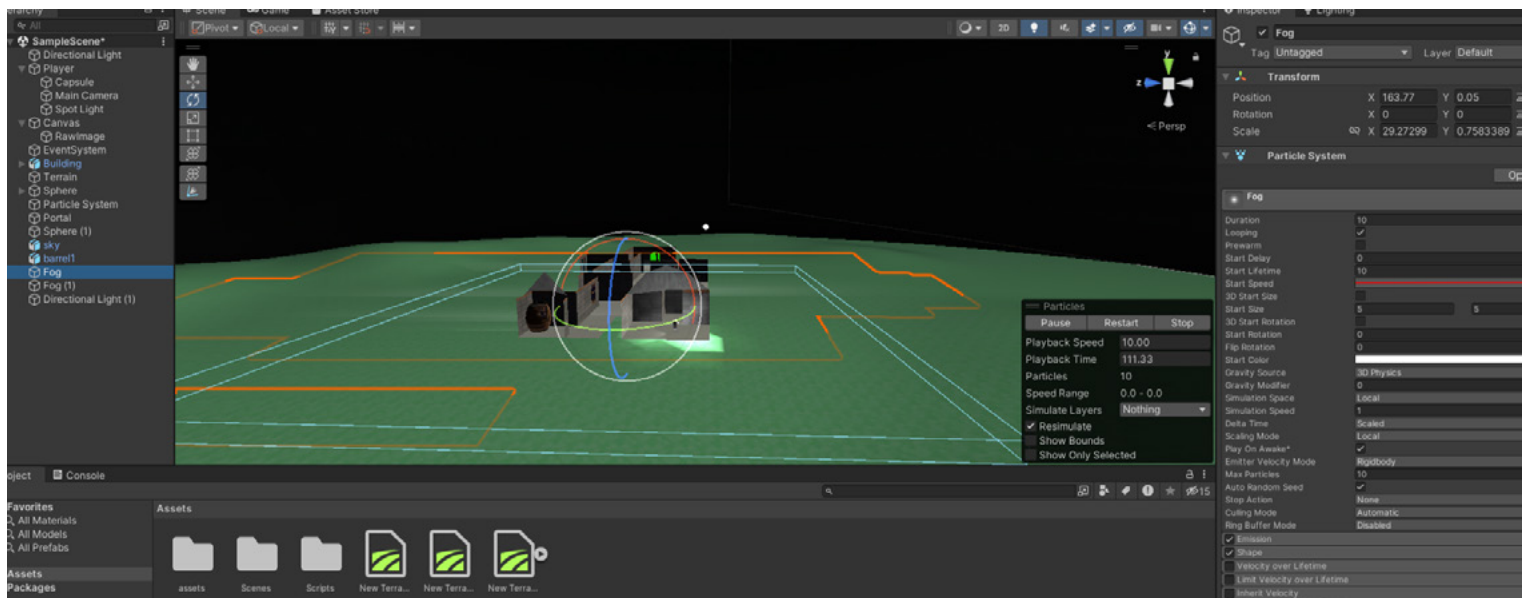
**The normal maps were bad, so I had to flip them so on the inside there are textures.**



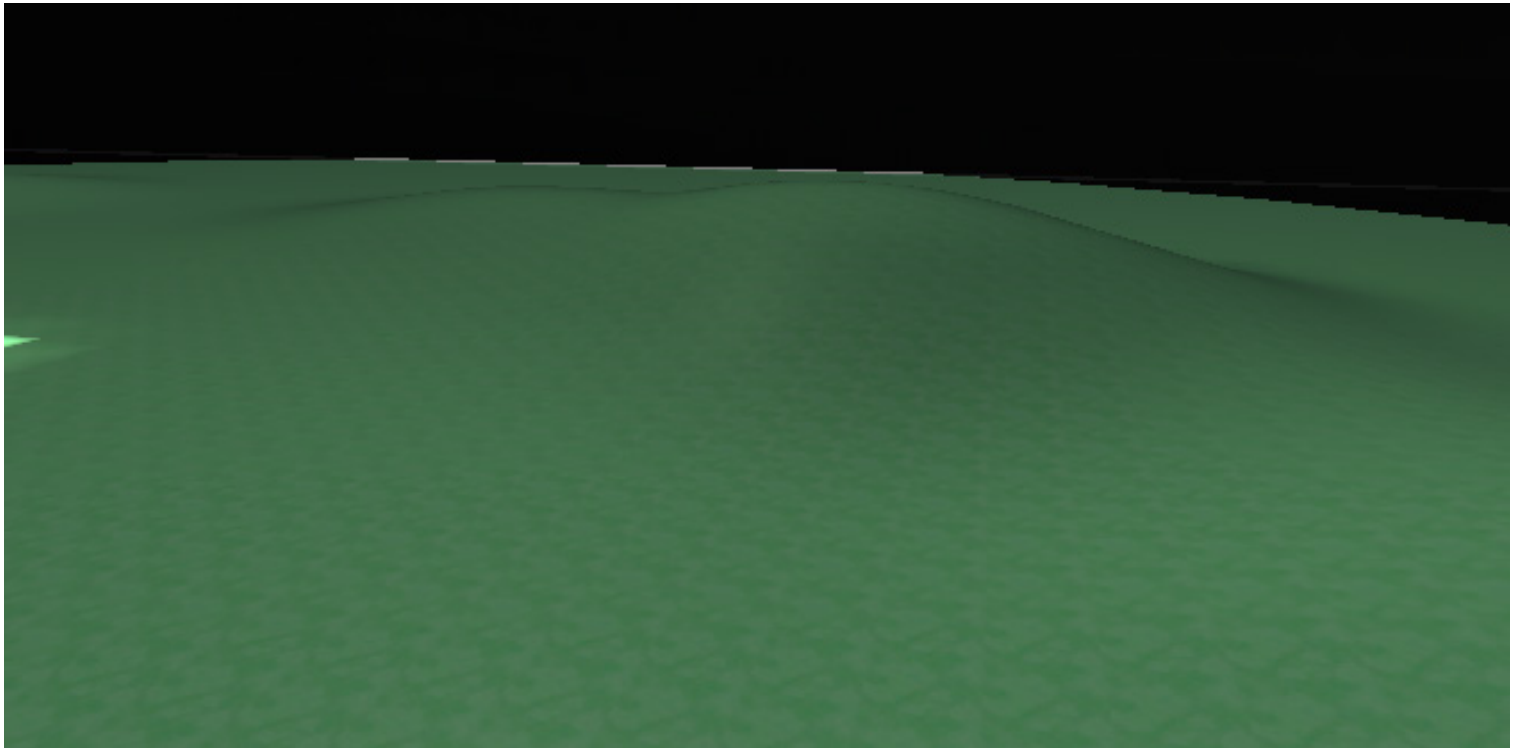
```
C:\Users\m\wish > OneDrive > Bureauablad > HAN > GameDesign > Demo level > LevelDesignDocument > Assets > Scripts > RotatingSky.cs
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class RotatingSky : MonoBehaviour
6
7 {
8     public float rotationSpeed = 50.0f;
9     public Vector3 rotationAxis = Vector3.up; // rotation sky
10
11     void Update()
12     {
13         // rotation, speed
14         transform.Rotate(rotationAxis, rotationSpeed * Time.deltaTime);
15     }
16 }
```

**Creating a skybox for the world. It is pretty cool with the rotating stars.**

**For the UI, I used my LDD interface to show how it could look.**



**I created some fog that makes the atmosphere better.**



**For the terrain, I used a texture made in Illustrator.  
The hills are made with some height sculpting.**



**Making a portal with particles.**



**Windows that are see-through.**



**A weird barrel from the island project.**

**For the movement, I looked at a tutorial and implemented a script with some additional changes, like pressing the ESC button to get out of the game.**